THIEF
SPECIAL
GAMER
Thief™

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Thief Timeline
1998 Thief: The Dark Project
2000 Thief II: The Metal Age
2004 Thief: Deadly Shadows
2014 Thief
Thief

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Thief

Thief is a series of stealth video games in which the player takes the role of Garrett, a master thief in a fantasy steampunk world resembling a cross between the Late Middle Ages and the Victorian era, with more advanced technologies interspersed.

The series consists of

Thief: The Dark Project (1998), Thief II: The Metal Age (2000), Thief: Deadly Shadows (2004), Thief (2014).

Looking Glass Studios developed both The Dark Project and The Metal Age.

After the studio had gone out of business in 2000.

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Thief Series of games are mainly in a first-person perspective within a 3D environment.

The main game play tactic of the Thief series is to avoid fights, stealthily traverse the environment to complete specific objectives.

Instead of direct combat preferred option is always to sneak around the enemies or discreetly subdue them, without raising too much noise or suspicion.

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The Thief games are sometimes described as either a "first-person sneaker.

Another large component of the game play in Thief, along with the stealth, is exploration.

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Thief: The Dark Project

Thief: The Dark Project is a 1998 first-person stealth video game developed by Looking Glass Studios and published by Eidos Interactive.

players take on the role of Garrett, a master thief trained by a secret society.

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While Garrett is carrying out a series of robberies, becomes embroiled in a complex plot that ultimately sees him attempting to prevent a great power from unleashing chaos on the world.

The game received critical acclaim.

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Thief II: The Metal Age

Thief II: The Metal Age is a 2000 stealth video game developed by Looking Glass Studios and published by Eidos Interactive.

Like its predecessor Thief: The Dark Project, the game follows Garrett a master thief.

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Thief II: The Metal Age

The player assumes the role of Garrett as he unravels a conspiracy related to a new religious sect.

Garrett takes on missions such as burglaries and frame ups, while trying to avoid detection by guards.

Thief II received positive reviews from critics, and its initial sales were stronger than those of its predecessor.

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Thief: Deadly Shadows

Thief: Deadly Shadows is a stealth video game developed by Ion Storm for Microsoft Windows and Xbox that was released in 2004.

It is the third video game in the Thief series.

In Thief: Deadly Shadows the player takes the role of Garrett, a master thief.

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Thief: Deadly Shadows

It is set in a fantasy world resembling a cross between the Late Middle Ages and the Victorian era, with more advanced steampunk technologies.

One of the game's major new features was the ability to explore the City.

While previous games sent Garrett straight from mission to mission, Thief: Deadly Shadows allows him to walk the City streets between missions.

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Thief: Deadly Shadows

Garrett can steal and spy on the townspeople's daily lives, and search for side quests in addition to major story missions.

The game also introduced an ability to switch between first and third person views, and to flatten against walls.

Thief: Deadly Shadows received generally positive reviews, but was not as critically successful as its predecessors.

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Thief 2014 video game.

Thief is a stealth video game developed by Eidos-Montréal and published by Square Enix in February 2014 for PlayStation 3, PlayStation 4, Windows, Xbox 360, and Xbox One video gaming platforms.

It is a revival of the cult classic Thief video game series of which it is the fourth installment.

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Thief 2014 video game.

The game is set in 'The City', a dark fantasy world inspired by Victorian, Gothic, gaslight fantasy and steampunk aesthetics.

Players control Garrett, a master thief who embarks on several missions focusing on stealing from the rich.

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Thief 2014 video game.

Players may approach levels in a variety of different ways; players can choose the action-oriented and lethal approach, where players will disable or kill enemies on their way to their destination, using knives and take-downs, or opt for the non-lethal stealthy approach, where players minimize interaction with non-player characters and the environment in order to avoid detection.

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Thief 2014 video game.

Upon release, the game received a mixed critical reception.

Reviews praised the stealth mechanics and replay value, but criticized the level layouts and story.

Garrett carries a blackjack, used to knock guards unconscious.

And collapsible,composite bow, which can be used for both combat and non-lethal purposes such as distracting guards.

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Thief 2014 video game.

Garrett also has a collapsible composite bow which can be used for both combat and non-lethal purposes such as distracting guards.

Garrett has a claw which can be used to grapple onto higher ledges and avoid guards altogether.

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Thief 2014 video game.

During a night of revelry in the city, Garrett is hired by his contact Basso to steal from the manor of Baron Northcrest, the tyrannous ruler of the city.

Thief received "mixed or average" reviews.

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